

Fortnite Users Play All or Nearly All of Their Game Minutes on a Single Platform
Epic Games, Inc. v. Apple Inc., Case No. 4:20-cv-05640-YGR-TSH (N.D. Cal.)
Summary Pursuant to Federal Rule of Evidence 1006

| | Unweighted | Weighted by Lifetime Game Minutes |
|-------------------------------------------------------------------------------------------------------------------------------------------------------|------------|-----------------------------------|
| Proportion of accounts with positive all-time game minutes that played Fortnite games only on a single platform | 82.7% | |
| Of accounts with positive all-time game minutes for which iOS was the primary platform, proportion that played Fortnite games only on iOS | 90.9% | 48.1% |
| Proportion of accounts with positive all-time game minutes that used their primary platform for more than 99% of their lifetime Fortnite game minutes | 87.6% | 68.3% |
| Above statistic where primary platform = iOS | 91.8% | 56.7% |
| Proportion of accounts with positive all-time game minutes that used their primary platform for more than 95% of their lifetime Fortnite game minutes | 91.4% | 80.3% |
| Above statistic where primary platform = iOS | 93.2% | 64.9% |
| Proportion of accounts with positive all-time game minutes that used their primary platform for more than 90% of their lifetime Fortnite game minutes | | 85.2% |
| Above statistic where primary platform = iOS | | 70.3% |
| Proportion of accounts with positive all-time game minutes that used their primary platform for more than 75% of their lifetime Fortnite game minutes | | 92.3% |
| Above statistic where primary platform = iOS | | 81.2% |

Source: PX2873 (Epic Player Detail History data produced by Epic Games).

Description: An account's primary platform is defined as the platform that had the highest amount of time for the user. The proportion of each account's game minutes on its primary platform versus all other platforms was calculated. Then, the accounts that had proportions of game minutes on its primary platform above a given threshold was counted and divided by the total number of accounts with the given primary platform.

The "Weighted by Lifetime Game Minutes" column reports the percentage of time rather than the percentage of accounts, which is reported in the "Unweighted" column. For example, in the second row, 90.9% of accounts for which iOS was the primary platform spent all of their Fortnite game minutes on iOS; considering total gameplay time across all platforms for the iOS-primary accounts, the iOS-only accounts accounted for 48.1% of the total time.

See Evans Opening Report Section V.D.2 for additional detail.